

1 ABSTRACT

2 A system, method, and computer program product for rendering a gaseous
3 display. The distance from a user's reference point to each pixel through the gas is
4 determined. The distance is then converted into an attenuation factor which is
5 used to blend the scene color with the gas color. The result can then be used to
6 simulate patchy fog, clouds, or other gases of more or less constant density and
7 colors.